

Create a page using Scalable Vector Graphics (SVG) that allows a user to select and navigate to their favorite search engine.

The page must have three graphics representing at least three options to choose from. Moving the mouse over the graphic will cause it to change in some manner and moving off will cause it to change back to its original form. Clicking on the graphics will cause the page to navigate to the selected option represented by the graphic.

Objectives

- Practice creating browser graphics using Scalable Vector Graphics.

Requirements

- To simplify the creation and manipulation of SVG elements, you may use the Snap.svg library (<http://snapsvg.io>).
- Page must be made up of SVG elements that plainly indicate which option it represents.
- Moving the mouse over a graphic (mouse over) will cause the graphic to change in some way. This can include color, text, size, etc.
- Moving the mouse out of the graphic (mouse out) will cause the graphic to change back to its original configuration.
- Clicking on the graphic will cause the page to navigate to a target location. This can be accomplished by setting `document.location` to a URL string.
- Wrap ALL your code in an IIFE. Your code must not define any new properties in the global object.
- You MUST enter header comments in your JavaScript code including (1) your name, (3) description and or purpose of the assignment.
- You MUST comment your code, explaining what you did in each section.
- Submit the single HTML file using Canvas under the appropriate assignment.

